

## I (We) Claim

1. An electronic device for playing a casino game of the type including a video display, apparatus for accepting a wager, apparatus for randomly selecting and presenting a base game outcome at the display representing combinations of game symbols, a processor configured to compare selected game symbol combinations to determine winning or losing combinations and to issue an award for obtaining a winning, base game combination, said device comprising;

said processor configured to detect an outcome including a first bonus trigger;

said processor further configured to, in response to detecting said first bonus trigger, controlling the display to display first and second selection sets, each set including a plurality of player selections;

said processor further configured to assign to each selection an associated bonus value;

a player selection device for the player to input a selection from each of said first and second selection sets; said processor in response to said player input controlling the display to display an action sequence associated with each selection and to display said associated bonus award and to award said bonus award to the player.

2. The device of claim 1 comprising each selection of said first selection set having associated therewith a wager multiplier  $M$ , said processor configured to select a number  $N$  to repeat the award provided by said first selection set.

3. The device of claim 2 comprising said processor configured to select and assign a number  $N$  to each selection of said first selection set and to issue an award  $A = N \times M$ .

4. The device of claim 3 comprising said processor configured to, upon exhaustion of said repeat awards, display a terminating action sequence at said display.

5. The device of claim 4 comprising said processor configured to select said multipliers between predetermined limits.

6. The device of claim 1 comprising said processor configured to assign to each of said second set selections a prize and to control the display to display an action sequence associated with the award of the second set prize..

7. The device of claim 1 comprising said processor configured to assign to each of said second set selections a randomly selected multiplier, said second prize award corresponding to said wager and said selected .

8. The device of claim 7 comprising said processor configured to select said second set awards from a group consisting substantially of (i) a randomly selected multiplier within a predetermined range of multipliers and (ii) a jackpot award, said processor in the event of selection of said jackpot award controlling the display to display a jackpot award action sequence and to issue said jackpot award.

9. The device of claim 1 comprising said processor configured to assign to each of said second set selection a prize of game credits randomly selected between predetermined limits.

10. The device of claim 9 comprising said predetermined limits determined by said base game wager.

11. The device of claim 1 comprising configuring said processor to detect an outcome including a second bonus trigger, said processor configured to, in response to detecting said second bonus trigger, (ii) select a second bonus award and (ii) control a

display to display said award and an accompanying video sequence.

12. An electronic device for playing a casino game of the type including a video display, apparatus for accepting a wager, apparatus for randomly selecting and presenting a base game outcome at the display representing combinations of game symbols, a processor configured to compare selected game symbol combinations to determine winning or losing combinations and to issue an award for obtaining a winning, base game combination, said device comprising;

said processor configured to detect an outcome including a first bonus trigger;

said processor further configured to, in response to sensing said first bonus

trigger controlling the display to display first and second selection sets, each set including a plurality of player selections;

said processor further configured to assign to each selection an associated bonus value and for said first selection set a repeat award factor of  $1 - N$ ; and

a player selection device for the player to input a selection from each of said first and second selection sets, said processor in response to said player input controlling the display to display an action sequence associated with said selection from said first selection set representing said value and repeat award factor said selection from said second selection set and to display said associated bonus awards and to award said bonus award to the player.

13. The device of claim 12 comprising said bonus values defined by a wager multiplier.

14. The device of claim 12 comprising, for one of the first and second selection sets, said processor configured to randomly select said bonus value award from (i) a range of

wager multipliers 1 - Y and (ii) a jackpot bonus value award.

15. A method for playing a casino game of the type including a video display, apparatus for accepting a wager, apparatus for randomly selecting and presenting a base game outcome at the display representing combinations of game symbols, a processor configured to compare selected game symbol combinations to determine winning or losing combinations and to issue an award for obtaining a winning, base game combination, said method comprising;

detecting a game symbol outcome defining a first bonus trigger;

in response to detecting said first bonus trigger controlling the display to display

first and second selection sets, each set including a plurality of player selections;

assigning to each selection an associated bonus value and for at least one selection set assigning to the player selection a repeat award factor;

the player selecting at selection from each of said first and second selection sets, said processor in response to said player input controlling the display to display an action sequence associated with each selection and displaying said associated bonus award, applying the selected repeat award factor to repeat the award associated with the selection and awarding said bonus award to the player.